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| **EDUCATION** |  |
| **Davenport University** | **Careerline Tech Center** |
| **April 2021 Bachelor of Science in Computer Science** | **2017-2018** |
| Specialty in Game Design and Simulation | Web & Game Development |

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| **TECHNICAL SKILLS** |  |  |
| - HTML5 & CSS | - C# | - Having a Human Conversation |
| - C++ | - Gamemaker Engine | - Troubleshooting |
| - Excel | - Java | - Unity Game Engine |
| - Github |  |  |

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| **EXPERIENCE** |  |
| **Fort Miami Games** – *Software Developer* | **Target** – *Electronics Retail* |
| January 2021 - Present | September 2019 – May 2021 |
| * Code mechanics for an AR paintball game for mobile devices * Work flexibly with a small dedicated team * Come up with and deliver concepts for current projects | * Assist 30+ guests per day find the perfect tech solution for their needs * Push satisfaction over pushing sales |
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| **Best Buy Geek Squad** – *Consultant* |  |
| February 2019 – September 2019 |  |
| * Acknowledged tech issues of 20+ clients per day * Provided realistic solutions for a multitude of problems and explained how they work * Demonstrated fixed devices to each client |  |
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| **CERTIFICATIONS AND SPECIAL HONORS** | |  |
| - Davenport Dean’s List | - National Society for Leadership and Success (NSLS) Member | - Spreadsheet Essentials |
| - Davenport President’s List | - 34 Credits Coming into my Freshman Year from High School | - Cyber Security Essentials |
| - 3.77 Overall GPA |  |  |